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EmuMovies

NES-Y4-USA

INSTRUCTION BOOKLET

HUDSON HAWK

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM®

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PRECAUTIONS

1. Turn off the power before inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older television models have rounded screens and may block out a portion of the image.

EPILEPSY WARNING ADVISORY: Read this before using your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undiagnosed epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

1. INTRODUCTION

Eddie Hawkins, a.k.a. The Hudson Hawk, has the reputation of being the best cat burglar in the world, but he's decided to go straight.

Unfortunately, Darwin and Minerva Mayflower have other plans. They are rebuilding Leonardo da Vinci's Alchemy Project, a machine that can make gold! Good for them but disastrous for the world's economy. They need Hawk's help, and they'll hurt his best friend unless he gives it to them.

The Mayflowers order Hawk to steal two priceless works by Leonardo da Vinci. One is located in Rutherford's the heavily guarded auction house. The other rests in the vaults of the Vatican! Quite a challenge...even for the Hawk!

We need you to help the Hawk first, to save his friend, and second, because if Hawk can find where the gold machine is, maybe he can steal its key component and save the entire world from financial ruin...!

2. HOW TO USE THE CONTROLLER

CONTROL PAD

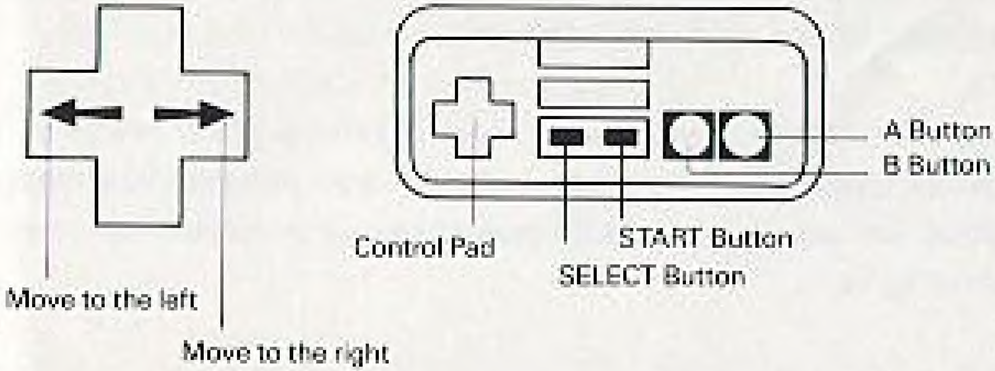
LEFT:	Move left
RIGHT:	Move right
UP:	Climb up (ladders & ropes) Stand up (after crawling) Go through door (when standing in front of one) Move platform lift up (when standing on one)
DOWN:	Climb down (ladders & ropes) Get on hands and knees (to crawl) Drop down (from end of rope) Move platform lift down (when standing on one)
START Button:	Push to begin game or level Resume game (when paused)
SELECT Button:	Show Status Screen (pause game)
A Button:	Jump
B Button:	Throw (quick press) / Punch (long press)

3. HOW TO PLAY THE GAME

Getting Started

Please read this instruction book carefully to ensure proper handling of your new game. Save the booklet for future reference. Put the cartridge in the NES, turn the power on. The Sony Imagesoft and Hudson Hawk title screens appear. Wait to see the top ten scores, or press START to begin the game.

The game consists of three levels. At the beginning of each level you will be told where you are and what the object is you have to steal. Press START to begin play on each level.



You control Hawk as he makes his way through each level. Press the Control Pad left or right to run. Press down, then left or right to crawl. This is useful for getting through tight passages, to duck bullets, or to slither under electric eyes. Press up to stand again.

Press the A Button to jump. You can run and jump at the same time. Some enemies and obstacles can be jumped over, sometimes using another object – a crate or chair, for instance – to launch from. You can also use jump to climb objects and ledges, and to grasp the ends of ropes and ladders that are just out of reach.

To climb a ladder or a rope that is hanging vertically, press the Control Pad up or down. To swing hand-over-hand along a rope or pipe that is horizontal, press the Control Pad left or right.

To move yourself and objects vertically with a platform lift, stand on the platform and press the Control Pad up or down. You can go through certain openings – doors, windows, laundry chutes – by pressing the Control Pad up when standing in front of them. Some doors are locked, though, and you can't go through. Getting in the elevator will automatically take you to another floor.

You begin the game with five lives and an energy level of eight. Enemies and enemy devices you encounter can zap your energy – or zap a life. To pause the game and see how you're doing, press SELECT. The Status Screen is displayed with the following information:

LIVES – You start with 5 lives. Drop to zero and the game is over.

ENERGY – From 1 to 8 hearts. If your energy drops to zero, you lose a life. When you continue with a new life, your energy level starts again at 8.

SCORE – Flashing coins are located throughout the game; touching one knocks it off the screen and adds to your score. Defeating enemies and completing tasks also add to your score.

Press START to continue the game, or press the A and B Buttons together to quit. You can also press SELECT to turn the music and/or sound effects off and on. The current setting is displayed.

Defenses

Hawk has two defenses: softballs and his fists. Press the B Button quickly to toss a softball; press the B Button longer to throw a punch.

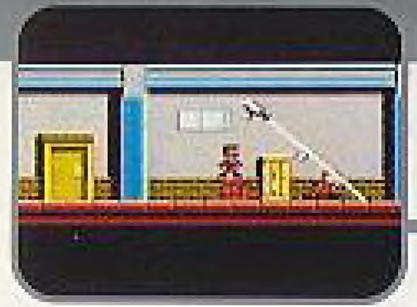
Some enemies can be knocked off the screen by hitting them with softballs – others are just momentarily stunned. A stunned enemy can usually then be knocked off the screen with a punch.

Softballs can also be tossed to turn off switches. Switches are found in the vicinity of some electrical obstacles and will momentarily shut them off.

Enemies and Enemy Devices

Hawk will encounter many enemies and enemy devices. Some of these merely get in your way, others are harmful or deadly. The harmful ones zap energy – the deadly ones zap lives and set you back in the game. Lose five lives and the game is over!

And watch where you step! Electric eyes and pressure-sensitive floor panels set off alarms and increase the danger! Be prepared to jump or crawl past these devices!



4. END OF GAME

If you end the game with a high score, you'll be invited to enter your initials on the Top Ten list. Compete with yourself or friends!

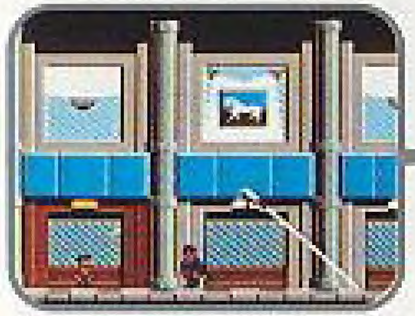
Any initials you enter are for the current play session only – new scores and initials are not saved once the power is turned off.

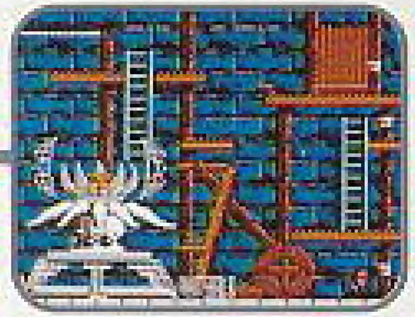
5. HINTS FOR WINNING THE GAME

· When moving forward, keep tossing a softball ahead of you – you might knock out enemies before you see them. Sometimes by the time you see them, it's too late!

· The Rutherford's safe is hidden behind a painting.

· A switch may not control the obstacle you see on screen. After hitting a switch, you may have to look around for what it turned off.





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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful.

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.